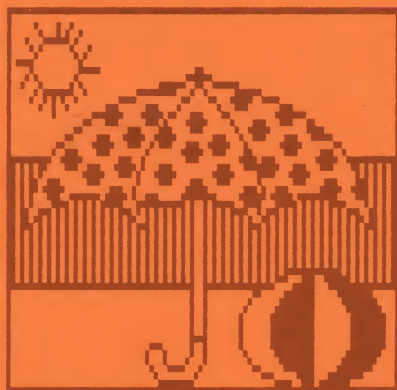


STATUS

N E W S L E T T E R

1988 VOLUME 7 ISSUE 4



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THE NEWSROOM

By: Bob Gartman

The long awaited release of THE NEWSROOM from Springboard has finally arrived. The release of this fine publishing program for the 8-bit Atari is the result of a massive letter writing campaign which persuaded Springboard that Atarians are a serious and viable group of consumers.

WHAT CAN YOU DO WITH THE NEWSROOM?

With The Newsroom you have at your disposal all the tools necessary to create a newspaper. The program provides for four possible types of pages using a combination of a banner and panels or just panels. The panels are half a page wide and an eighth of a page high. If you use a banner on letter size paper there is room for six panels; there is room for eight panels with no banner. On legal size paper there is room for eight panels and a banner or ten panels with no banner.

The banner provides space for the name of the newspaper or newsletter, the date, graphics, and other information identifying your organization. If used, the banner is always located at the top of the page, and is the full width of the page.

Five fonts are provided in The Newsroom, as well as over 600 pieces of Clip Art. The fonts and clip art can be used in the banner and panels.

EASE OF USE

Upon booting The Newsroom you are presented with a picture menu showing

the five departments where the Newspaper is created. These departments are: the Photo Lab, the Copy desk, The Banner, the Layout, and the Press. You can advance to any selection by using a joystick or the keyboard arrow keys.

THE PHOTOLAB

The Photo Lab is where clip art is made ready to be entered into the panels. Here you get a piece of clip art, modify it using the supplied graphics toolkit, add a caption, take a snapshot of the clip art, and finally save the finished picture. This process produces photos which can be placed into panels. It is not a part of the newspaper until you place it in a panel at the Copy Desk.

THE COPY DESK

Each panel is entered and saved individually using the "what-you-see-is-what-you-get" format and can be placed in any panel position any number of times. It is recommended that you place any photographs in the panel first. That way you can see how much room you have left over for text. If there is not enough room you can always continue in the adjacent panel. After you have entered the text you can still move the photograph around; the text will wrap around the photo to fit in the panel. Sometimes moving the photo will cause some of the text to overflow to a temporary storage area. If you save the panel at this point the remaining text is lost and will have to be re-entered in an adjacent panel. The text is not lost until you save the panel so you can still re-position the photo so that the original text will

still fit.

THE BANNER

The Banner is produced differently than the Panels. Clip Art can be moved directly to the banner without "taking a picture of it". Text entry and editing is not as sophisticated in the banner as it is at the copy desk but there is not as much text to edit.

THE LAYOUT

Before I describe the layout section let me explain the way in which each part of the newspaper is saved on disk. The Newsroom assigns a prefix to each kind of file saved depending on where the file was created: BN for a Banner; PH for a Photo; PN for a Panel; and PG for a Page. This leaves room for a six letter filename with no extension. This way if you are working in a panel then when you ask for a directory you will see only Panel type filenames; in the Banner you will see only Banner type filenames; etc. The page is designed in the Layout area; no editing is done here. A choice of the four types of pages is given and after you make your choice you are presented with a full page layout. The cursor blinks inside the panel or banner and upon pressing the fire button or return you will be presented with a directory of filenames available for the part of the newspaper you are in (i.e., PN for Panels or BN for the banner). This ensures that you do not try to put a banner in a panel or vice versa. When all of your panels and banner have been assigned a file you save save the page and are now ready to go to press.

THE PRESS

Now you can select the printer setup for your printer. Once this is done you don't need to repeat the setup unless you change printers. You are offered the options of printing a Photo, a Panel, a banner, or an entire page. It's as simple as placing the cursor on your choice and pressing the fire button or return.

CONCLUSION

The print could be a little cleaner on the finished product. My ribbon has had a lot of use so maybe part of the problem would be fixed if I had a new ribbon. Also when using the Clip Art, if you fill in a figure on the screen or add to it with the graphics editor, you cannot move it because what you added will stay where you put it. It would be nice if you could create your own Clip Art and save it for future use other than the Photo that you saved. (Springboard does offer three other disks of Clip Art as a discount bonus when you send in the included coupon). Overall, The Newsroom is worth the wait and the price (about \$40.00 at INTERFACE). The mechanics of using the main menu and parts of the program are very easy to learn. I had a fairly decent newsletter out in a couple of hours the first night I had it. It also has provision for use with two disk drives which is a big plus. Go on over to Interface and buy this fine product and send in for your bonus Clip Art Disks.

MAGNAPRINT II+

Product review by Danny and Bruce Finklestein

A New Slant on Graphics Printout

Alpha Systems
1012 Skyland Drive
Macedonia, OH 44056
(216)374-7469

Computers: 800, 800XL, 65 and 130XE.
Media: Requires one single density disk drive.

Required Peripherals: Dot matrix printer and interface.

Optional Items: Additional drive, graphics software, joystick.

System used for test: 130XE with Atari 1050 SSDD and Rana Systems 1000 SSDD drives, Atari 850 interface and Star Gemini 10X printer.

List Price: \$24.95

MAGNAPRINT II+ is a good program if you know how to use it. The program can take a while to become acquainted with. The program is difficult for a child to use. The program allows you to print some Koala pictures. The disk has some special features like enlarge, up to 6 feet across, reduce picture size, and different shades of a color in a picture.

The above is a fairly accurate summary of the program's operation and features. The program comes with a 53 page manual and quick reference card. The documentation is truthful when it states, "The hardest part is setting

everything up the first time".

The program loads with BASIC disabled. Once loaded, you are presented with a menu of MP11+/PRINT ALL, graphics conversions, printer and spacing options. To change the printer selected you must remove the write protect tab (a practice I loathe to do with copy protected software) and select a different printer. I had some difficulty, as I usually use my printer with the ST, but, after some trial and errors, the dip switches were set correctly and the program worked as advertised.

Once the system is set up, operation is fairly straightforward. Selection of the MAGNAPRINT option will bring up the directory screen. If you are using more than one drive (physical or RAM) you must specify the drive's number for it's directory. You must have the pictures you wish to use available on disk prior to any printing. Pictures in Micro Illustrator (Koalapad) format do not need to be converted. The conversion utilities include Print Shop, B/Graph, and Strip Poker among many. The program allows almost total control of the printout. Touchups can be made to the picture, text added, colors can be rotated, even the shades can be cycled through prior to printout. The quick print option is extremely helpful, as it prints a small (3x4.5in) preview in the shades selected. Once familiarized with this program, one can use most of the features with the reference card for a guide. The reverse side of the disk contains some BASIC subroutines, which,

according to the documentation, can be used in BASIC programs to display MAGNAPRINT formatted pictures, or to convert basic screens to MAGNAPRINT format.

These reviewers did not have the opportunity to use the BASIC subroutines nor did we use the alternate character sets. We are of the opinion that this is a very powerful set of printing utilities. If you can take the time to master the features of this program, you will find you have spent \$24.95 very wisely.

COMPUTER AIDS II

By Blair Davis
for S.T.A.T.U.S.
Typed By Tamara Davis

This article is a continuation of the first computer aids article seen in The Status Newsletter about 2 months ago. As of June 19, 1988 I have never seen any of the virus discussed in that article, however, I have seen a new virus in the last few days. The following is a description of this new virus and ways to detect it and others like it. This new virus seems to affect linked sector DOS's only at this time, but I can see how a different version of the same one could affect Sparta Dos.

First, a discription of how it works. This virus does not append itself to any/all binary files like many other viruses do. Instead, it first finds the highest free sector,

then writes a copy of itself into that sector. It then modifies the VTOC to protect its sector. It then modifies the Dos boot routine to invoke itself when the disk is booted.

Second, what it does. When the disk is booted the viruses loaded into page 6 ram. It then counts the number of sector writes and decrements a three byte counter both in page 6 and it's stolen sector. When this counter reaches zero it then destroys the disk. This counter is set from the jiffy clock, (bytes 180), each time a new copy of the virus is written. Due to a bug in the virus each time a new disk is used in the drive, a new copy of the virus may be written. This may result in multiple copies of the virus on the disk. The method of resetting the countdown timer results in what are apparently random disk failures.

Third, finding it. Finding it is very easy, to find it simply count the number of sectors used by ALL the files in the directory, subtract that total from the number of free sectors on a KNOWN GOOD blank formatted disk of the same Dos, density and number of sides. Compare this to the number of free sectors displayed by the suspect disk. If the number of sectors displayed by the suspect disk is less than the number you calculated, you probably have it.

Fourth, curing it. At this time I have not yet found a way to remove it from an infected disk, however, there is a way to save your files. To save your files, you must first boot your

system from a known uninfected Dos disk. Then, using the copy file function, (not duplicate disk or copy multiple files), copy each file except DOS.SYS and DUP.SYS individually to a new disk. Each file, (basic only) needs to be tested to see if it will write the virus to a disk but object files should be clean.

By the time you read this, I should have uploaded a detector program to the STATUS BBS. This program will simply count the free sectors and warn you if there is a discrepancy. This virus may have been around for a while as it does not seem to be very sophisticated. Hopefully this detector program should help eliminate this type of virus from our program libraries.

In conclusion, I must say that the only way to prevent the spread of this virus is to boot your Dos off of known good disks only. The virus is only started from basic game programs that write to the disk (as far as I know!)

NEW ST HARDWARE

A review of the newly available ICD "FA-20-ST" Hard Disk Drive.

By STATUS Western Liason, Bill Maddrey

During the weekend of April 24 and 25, the Pittsburgh Atari Users Group held an exposition for Atari Computers with all aspects - software and hardware - represented. Having never been to such a show here in Texas, or anywhere else for that matter, I was very much interested in going;

primarily to look over a long lusted after Hard Disk Drive for the ST computers. There were three different manufacturers represented: Astra Systems, Supra Corporation (by various other vendors) and ICD. ICD are the people who brought us the PIR Connection for the 8-bit computer which is an 850 Interface Emulator and who support Keith Ledbetter who wrote 850 Express for the 8-bit computers. I used to own one of the PIR Connection devices and was most impressed with the quality of that device, both from a standpoint of the equipment itself and the documentation which was supplied with it. Naturally, therefore, the impression made by that equipment carried over to the FA-20-ST Hard Drive.

I looked over all three systems. The Astra was also impressive because the demonstrator of the equipment bounced the drive on the table a couple of times and it still worked. He explained that he had supplied the system to a couple of rock groups who use them in their performances and they had demanded that the systems could not fail under any circumstances. His unit is expensive. At \$825 (discounted by another vendor there), it's tough to justify that kind of outlay for one item. However, his system does include an additional double-sided floppy disk drive, built into the same cabinet. Since I had just bought an external drive, the Astra did not appeal to me.

Supra had no manufacturer's representative at the show. I had wanted to talk to someone who knew the

system in and out. The vendors who had the Supra were only interested in moving their inventory and not in detailing how the drive works or the quality therein. Prices I found were from \$700 to \$900 for a 20 Megabyte drive, depending on to whom you spoke at which booth.

In contrast, ICD's reps were there and glad to answer all of my questions. In addition, the price was attractive: \$600 for the 20 Megabyte drive. They have several models available: 20, 30, 50, and 100 megabytes. I don't think that I will ever fill my 20 megabyte, even though I have put all of my programs aboard and still 14 megabytes of room left to expand. The system I bought is expandable to an additional 20 megabytes. It looks fairly simple to do the expansion with all of the connectors already in place inside, but it was recommended to me to return the unit for the installation, should I desire to expand.

Operation of the system is simple! The disk was formatted and partitioned by the factory and checked out prior to delivering the system to me. All that I did when I got home was plug in the power, run the data cable from the hard drive output to the input on the back of the drive. The connectors on the back are: 1 - J1A & J1B, to connect another ST adapter board, a Supra hard drive, or an Atari hard drive. 2 - J2A & J2B, to connect the drive to the computer. 3 - J3 - SCSI Connector for seven additional controllers/drives in parallel. 4 - J4, the power connector. In addition to being already formatted,

etc. the boot programs and several other programs were already recorded on the disk. There was a floppy included in the box which had the same programs on it in case the user wanted to re-format and partition his drive.

Physically, the unit is bigger than the others I have seen (I haven't seen the Atari yet, though). It is 11.75 wide and deep by 3.125 tall. There is a cooling fan mounted in the bottom of the case to keep the internal workings cool, three LED's on the front panel to indicate power and busy for both the existing and expansion drives. Power switch is located on the back panel at the left corner. There is an internal clock backed-up by battery which updates the ST's clock when the computer is booted. My clock has lost time but is adjustable by taking the cover off and turning a small capacitor in one direction or the other. I had a problem at first with one of the programs in the "auto" folder which had to do with the time-keeping function of the drive. That particular program caused a conflict with my Microsoft Write Program and had to be deleted from the drive. The program, for reference, is called ICDTIME.PRG and is included in the "auto" folder. The manual says that "If this resident clock handler interferes with your program, put our non-resident TIMESET.PRG in your AUTO folder instead."

Some of the other programs included are for formatting and parking the drive, the hard disk handler which is the boot program, and some data

files which contain information about which controllers, etc. are in the system. In addition there is a program called COPYFIX.PR8 which fixes the time and date transfer problem most file copiers have where the time/date of the destination file is the same as the source file.

Running the drive is fast! Since I "park" the drive every time I turn it off, it may take a little longer to boot than if not parked. The documentation actually says to not turn off the drive, ever. It said that, I was told, because of the same reasons one should leave on any electronic or electrical component. I don't leave mine on all of the time, though. The system is noisy compared to the others I have seen; and is primarily due to the internal cooling fan which the others don't have. If noise is the trade-off for longevity, then I'll take the noise any day! When running a program, various squeaks are audible while the busy light flashes, so perhaps one can say it is a little animated. Hey! it's fun to watch!

The system is well built and rugged. It is designed to be a monitor stand for the Atari monitors and has adjustable front feet to elevate the front of the monitor, if desired. Since I already have a nice monitor stand, my drive sits off to the side, out of the way.

One drawback, and this is to be corrected, I was told, the documentation is a photocopy of several typed pages. The printed manual is "in

the mail", they say. I was given a copy of the manual to look over before I bought the drive. There were several instructions on building the system from components: Case and Power supply, Host Adapter, Controller, etc. After reading the manual (it reads like a Heathkit manual) I was thoroughly confused, because what I had seen was a complete, ready-to-run system. I hope the printed manual arrives soon.

In any case, if you are in the market for a hard drive for your ST, do yourself a favor and look at all of them available before you buy. The features and quality of the ICD are excellent, in my opinion.

Telecommunications and Privacy

Discussion of a law that Protects BBS Users

By Loretta Colbourn 1988 Secretary Bay Area Atari Users Group (Reprints Encouraged)

From the BAUG Newsletter June 1988 With our Thanks, S.T.A.T.U.S.

Like most other computer users out there, I never thought much about my rights to privacy when I logged onto a bulletin board system with my modem. It was just a fun thing to do- check out the boards, leave and pick up messages, read what people had posted in the public sections, download public domain software, the usual activities of a hobbyist. Even though I've typed scores of legal documents as a secretary in attorneys' offices, I didn't notice the

connection between the law and my favorite bulletin boards until our user's group meeting the other night.

Our discussion was prompted by an article entitled Electronic Privacy 101 by Brock N. Meeks in the May, 1988, issue of Microtimes magazine. It explained that, under the Electronic Communications Privacy Act of 1986 (ECPA), it is illegal for a sysop to make the contents of your private messages known to anyone other than the recipient or his/her authorized agent. Up until quite recently, very few people even knew that this law existed, but things will probably change very quickly when system operators learn this - a BBS sysop has been sued by a user!

In the case cited, it involved a user whose private messages and electronic mail were "opened" on more than one occasion to the public by the sysop. This is a fairly obvious case that would fall under the ECPA, but what of the sysop who does it by accident or by bugs in the system? Of course the majority of sysops don't go around making people's private messages public like this one allegedly did, but they do have complete access to the system, and most admittedly at least "read everything that goes up on my board". This also does not address the subject of "remote sysops," those other people that may have access to the system other than the "master" sysop. On our board, there are up to 8 people that have access beyond that of the average user, but our master sysop is now the only person that has complete

access to the entire system which includes the private message area. This may not be true on other boards.

How many people have access to your private messages on the other boards you use? The questions about sysop responsibility under a variety of circumstances is now a very confusing issue. What if a person is leaving messages about exchanging copyrighted software? Should the sysop do something about that? Can the sysop do anything? Does just leaving messages constitute an illegal act? Or do you have to catch somebody actually doing something illegal? Will the sysop hesitate to act because it was the private area he or she saw something in? Some of these questions are difficult enough to have prompted some members to suggest eliminating private messages altogether. Others suggest that the sysop's duty is to monitor and ONLY monitor the system. Otherwise, the small percentage of misusers will go completely underground, and we'll never eliminate wrongdoing. After all, the ECPA does provide for governmental investigations, and with a search warrant, "a sysop must provide the proper authorities with copies of any correspondence, private or otherwise, as outlined in a search warrant".

During our privacy act discussion, we also talked about what constitutes a person's first amendment rights to freedom of speech. We all agreed that a person has a right to put up any kind of message in the public forum that they want, whether we agree with its contents or not, but we did say dirty

language is not acceptable in the public section of the board. We don't know if the sysop can actually legally go in and delete such material or put ~~expletives~~ (expletives deleted) on them, or whether the sysop has to write a message to the user and demand removal. On a personal level, our sysop would like to reserve the right to deal with anything she considers inappropriate or negative, especially since ours is an all-volunteer operation, and she's running the BBS from her own home. One member suggested a sort of disclaimer/informational log-on screen spelling out what we determine are the Rules of the Board. That might eliminate some problems from the start. Fortunately for our sysop and for our members, people are pretty much following our informal rules of etiquette and displaying a level of maturity not seen on all the other boards around. She said that no user has refused to comply after gentle reminders to keep it clean. The same may not be true of everyone who ever accesses the system- our BBS number is public and is published in a variety of papers, newsletters and magazines worldwide (yes, we do get around that far). This is the way we like it, open to the public, but even the idea of closing the board to non-members did come up in the discussion. We all agree, we don't like that idea. We thrive on our community connections and worldwide users network access.

As you can see, all of a sudden even your local BBS is entangled with legalities and possible liabilities. I don't recall the subjects of our

Constitutional rights, freedom of speech or invasion of privacy ever coming up at a computers user's group before, but I'm glad they did. Maybe some of the gray areas and confusion will clear up, and it will speed up the process of making electronic communications a reliable, desirable means of communications for everyone. Our group will continue to discuss this issue, as will our board of elected officers.

One last thing, though, as pointed out by Meek's article - none of what we just discussed, including the Electronics Communications Privacy Act, covers your correspondence at work. That system still belongs to the Boss, and your privacy protection is summed up thus, "Zero!" In closing, I'd like to quote the closing of the Microtimes article: "The bottom line is that electronic communications are still rather fragile. And like it or not, the best insurance policy for keeping your correspondence private is a 25 cent stamp."

P.S. Any electronic lawyers out there? Help!!!

STATUS PICNIC 1988

Dateline Sat June 18, 1988
Bayville Park, Virginia Beach, VA
Bob Prince, STATUS Activities Chairman

The third annual STATUS picnic (spell that piBnic) was held today amid the sweet sunshine and gentle breezes of this renowned recreation park. We had 52 adults and 34 children paid, and, to the best of our counting

abilities, all of them came. And what a time we had!

The first event featured Jim Parker assisted by Buck Maddrey, wrestling 75 lbs. of pork shoulders on to a grill at the wee hours of the day. By the time most of the rest of us arrived, the aroma had permeated the entire North End of Virginia Beach. It even served as a beacon for those of us who made a wrong turn while looking for Pavillion #3. Then Jim teased us by making us wait until mid afternoon before serving the feast. Fortunately, we were saved from dehydration (caused by a combination of over-salivation and excess perspiration) and starvation by this year's featured innovation -- LUMPIA. For those of you unfamiliar with this sausage sized egg-roll like delicacy from the Phillipines, all I can say is "Try it, you'll like it!" Our thanks to Estelle Huff for her hard work and talent in preparing treat -- all 350 of them. (And Dennis, shame on you for making her roll them out herself!) (PS -- Estell, there are alot of us out here who are just dying for that recipe!)

Then, just when we thought it was safe to start sniffing the Bar-B-Q, along came (Ocean) Ron Johnson and (Big) Buck Maddrey with their trusty grills, and, before you could say "I'm hungry", hot dogs and hamburgers were being devoured without even a thought of hepatitis. There's something about fresh air and good fellowship that makes appetites grow. Somewhere between the lumpia and hotdogs, Nip Harrison said the blessing and a grateful crowd

we were, especially considering the weather report.

We then began the activities. Being an Olympic year, we scheduled four events: an icon hunt, a basketball free throw shoot out, a horseshoe pitching contest and a frisbee throwing test. The icon hunt was for the kiddies and was divided into two groups: 5 years and below and 6 to 12 years. The format and icons were created by Bobby Prince (who also supervised the young hunters). The junior group searched eagerly amongst the playground equipment and managed to find all the icons. Unfortunately, we failed to record the winner, but we extend our congratulatuons anyway. The older kids had alot more area to cover, but still managed to clean the ground (and a few trees!) of icons. The overall winner was Regina Marshall with a phenomenal 73 icons found. (I know who I'll be calling if I ever lose anything!) Category winners were Jessica Prince (67 icons, 27 Ataris), Jenny Foster (62 icons, 16 Garfields), Shannon Prince (57 icons, 13 sunshines) and Mark somebody (sorry!) (26 icons, 12 Odies). All participants won a prize for their super effort!

We were really getting into the Olympic spirit, when Jim (finally!) rang the dinner bell. BAR-B-Q!!! This was Jim's first time leading the cooking, having apprenticed last year. He learned his job well! Yummie, yumme, yumme, it belongs in your tummie! And for those of you who like it hot -- that sauce would light you right up. It was well worth the wait

and we all dug in. A special thanks to Jim and Buck who stood the lonely watch this morning.

The final events, although probably not of the calibre likely to be seen in Seoul later this summer, were as competitive. The basketball free throw event, run by David Levy, ended in a four way tie, with Joe Hootman, Christy Hootman, Bobby Prince and Mark somebody (who was that masked man?) each shooting 6 out of 10. There are some NBA all-stars who would gladly take that average. Joe won the shoot off with 4 for 5. Way to go Joe!

The horseshoe pitching contest, run by Joe Hootman, was just as exciting with Jimbo Blain and Bob Prince deadlocked at 5 points in 8 shoes. Their playoff went three rounds before Bob eeked out a one point victory. The crowd enjoyed that fight. Congrats guys!

The frisbee throwing competition was designed and run by Blair Davis who had so much fun working he forgot to enter any of the events himself. By far the most difficult event to manage, Blair decided on a two stage format. There were 33 entries ranging in age from 4 to senior citizen. Thirteen of these qualified for the finals with throws within 3'-6" of a vertical stationary target (tree). The youngest qualifier was 5 years old. The winner was Buck Maddrey with an awesome toss of 8'-7". The Maddreys were intent on keeping this one in the family since the runner up was Buck's better half, Brenda. (Now we know what the Maddreys

do in their spare time!) Congratulations, Buck. And a special thanks to David, Joe and Blair for doing such a fine job running these events and making them so much fun for us all.

We concluded the day's festivities with a series of drawings for prizes. Catherine Blain won three library disks and Don Soward won a year's membership in STATUS. The Grand Prize winner was Lillian Donnelly. Lillian won a Huffy girl's bike. When her name was called, a little girl's voice could be heard from the crowd, "THAT'S MY MOMMY!!!" A very special thanks to the 7-UP Bottling Company who donated the bike and to Nip Harrison who convinced them that it would be a neat idea to do that. And a tip of the hat to all of you who helped make this a special day by doing all the little things that go unnoticed, but without which things don't work well. And thanks to everyone who came and shared a meal with us (and what a meal it was!). Every year this event seems to get better and you're the ones who do it. Adios!

**ALADDIN DISK
MAGAZINE**

An alternative to the familiar periodical? Lets see.....

Last year, STATUS received notice that the New Aladdin Disk Magazine was to be demonstrated in Richmond at a GRASP meeting. It was reported to be the newest and hottest idea in disk magazines. A group of STATUS members

planned to attend the demo by 'factory eps', but the demo was cancelled. The name and hype remained in the back of my mind until recently.

Once again I saw the name 'Aladdin' in print, and decided to write to them and ask for a demo copy of their 'magazine on disk'. Within several weeks a package arrived containing the disks, order blanks, etcetera. Originally, they had produced only an eight-bit version, but now were producing a version for the ST. This version, however, will only work with units having the double sided drives and color monitors and eliminates many 520ST owners. Aladdin is published bi-monthly by Disk Publications Inc., 12200 Park Central Drive, Suite 310, Dallas Texas, 75251.

Their cover letter requested that they be informed as to when and where our demo would take place. I called them with that information and a couple of days later, got a return call from them, with new information which was NOT included in their cover letter or in the printed matter they sent.

So, whats on the disks??? First, It is not a computer disk magazine. It is a magazine on a computer disk. It is geared to the person who is only fairly familiar with the operation of his personal computer and, therefore; is very easy to get up and running. It contains articles of general interest, with super graphics demos, and some computer oriented articles. And a very primitive, but, original game was included. The text is very easy to read

and the accompanying graphics make the articles worthwhile. I was especially impressed with the article on cars with four wheel steering and computerized dashboards, and again the graphics were outstanding.

The ST version contains two disks DSDD that run in low res color ONLY and the 8Bit version has 4 disks both sides. The 8Bit version is very slow and numerous disk swaps are required, but otherwise is equally impressive as the 16Bit version. At \$19.95 per issue I find it quite expensive. I had hoped for more machine specific content and more computer related articles in general. Please don't confuse other computer owners by placing this magazine in the computer section at the bookstore! I found it very agonizing to have to sit in front of a VDT to read a magazine. I prefer my magazines to be more portable, and of the kind I can stick in my hip pocket and read in the car, by the pool or in the john. New Aladdin, I think you have a great concept here, but, just not for me.

Now for the info which was NOT included in the package. They have made a deal with CBS and Apple and are licensing product for sale abroad. The price has been reduced considerably for single issue and subscriptions. Publication schedule has been doubled, ie. 12 issues a year now for the same subscription rate (\$79.95). New editions will soon be seen on the shelves of your favorite book store. The percentage of computer related content has been increased and more machine specific material will be

included in each issue. User group discounts and rebates available.

TRACKBALL TO MOUSE

by Blake Arnold

Retyped for STATUS by Dick Litchfield

The following instructions explain how to modify an Atari trackball (model number CX22) to work like a mouse for the Atari ST (complete with left and right buttons).

To start with, if the instructions here are followed PROPERLY (and you don't fry a chip) it should work just fine, however, I make no claims as to the accuracy of this file, nor do I guarantee that this will work for you.

NOTE: This modification will not retain the original "trackball" or "joystick" modes of operation.

WARNING: The following ONLY applies to the model CX22 trackball! The CX22 can usually be identified by its case (the case matches the 800XL series computer) which is dark brown on top with a white bottom. When in doubt, flip it over and look for a model number!

If you have the older Atari trackball (solid black case) don't despair, there is also a text file on modifying it to work like a mouse. The file can be found in the Delphi Atari S16 if you need it (search with TRACK as a keyword in the ST database).

Things you'll need:

- *> An Atari trackball, model CX22
- 1> A Radio Shack joystick extension (part # 276-1978)
- 2> A low wattage soldering iron (15 watt or close to that)
- 3> A Volt-Ohm meter (you'll need to trace some wires)
- 4> About 2 feet of wire (small gauge will be easier to work with, such as the wire in the joystick cable)

Before we get into this, if you're not familiar with electronics or soldering to IC's PLEASE have someone else do this for you. Also DON'T trust the colors on the wires in the Radio Shack joystick extension cord! Every one that I buy is different (Radio Shack seems to use a random color coding... makes it tough on us guys), so you'll need to trace the wires to see what pin on the plug they go to (that's what the ohmmeter is for).

To open up the trackball, remove the 4 screws on the bottom of its "wings"; it still won't come apart after that because there are 2 friction-fit posts inside it (both near the center of the case, one at the top and the other at the bottom). Pry it apart slowly and gently to avoid breaking them. Once you open up the trackball, remove the old joystick cable (it doesn't have all the wires we need). Now get your Radio Shack joystick cable (extension) and clip off the MALE end and discard it (the end with the metal pins sticking out).

In case you aren't familiar with the pin numbers of the joystick cable (the Radio Shack cable doesn't have

then numbered either), here's the layout:

Looking at the JOYSTICK end of the cable (female end):

```
-----  
 \ 5 4 3 2 1 /  
  \           /  
   \ 9 8 7 6 /  
-----
```

Strip about 6 inches of the outer jacket off to expose the individual wires (you'll need a little length to work with). The only pin we won't be using is pin 5, so trace it first and clip off its wire (now it's out of the way for good!). Next trace all the remaining wires to their plug pin numbers and write it down someplace.

Look at the IC's in the trackball. Find the one marked LM339 (it's a 14-pin IC sitting away from the other IC's, directly south of where the ball sits).

The IC's pins are numbered as follows standard IC numbering: (looking at the top of the IC)

```
-----  
:14 13 12 11 10 9 8 :  
notch---> ) :  
:1 2 3 4 5 6 7 :  
-----
```

Make the following connections to it:

Plug pin #	to	LM339 pin #
1	-	2
2	-	1
3	-	14
4	-	13

Connect the following wires to the connector that the original joystick cable was plugged into (look on the PC board, the connector's pin 1 is numbered):

Plug pin # to PC board connector pin #

```
-----  
8 (ground) - pin 1 (closest to the  
               center of the case)  
7 (+5V) - pin 2 (to the left of  
pin 1)
```

Jump a lead from one connector of each fire-button pad (right and left pads) to pin one on the PC board connector (in other words ground them).

Make the following connections to the other side of the fire-button pads (we are going to separate the right and left buttons):

Plug pin # to	---Pad
6 -	left fire pad
9 -	right fire pad

Now hook it up to the ST to make sure it works properly. Before you close it up, I recommend that you strain-relieve the cord. The easiest way to do this is to tie a knot in the cord where it exits the case (this will keep it from being accidentally pulled out of the trackball). Close it up and you're done.

Special thanks to Norm Weirness for the the info on the LM339 pinouts.

Blake Arnold (Delphi 1BLAKE)

THE PRESIDENTS BIT

"Fun flies when you are doing time". Its hard to think that over half of 1988 has gone by already, but it has, and it HAS been fun!

Two of the goals we set for our club for the year have been accomplished already. The purchase of an ST for the club and our annual family picnic.

The most recent goal was the picnic which we held on June 18. (Please see a complete report elsewhere in this issue.) I don't think we could have asked for a more perfect day, it was really nice, maybe this was to make up for the rather poor day we were given for last years event. It takes alot of planning to guarantee the success of any event, and successful it was! Bob Prince, STATUS program and activities chairman, did a super job despite a high school graduation the nite before and a house full of out of town guests. Many thanks to Bob and all the other volunteers who made this years picnic the best ever! Are we getting good enough at this to think about an oyster roast in the fall?

STATUS would like to welcome our new librarian Don Marshall. Don has taken over the duties of the Bbit library from Buzz Sawyer and Chuck Sargent whose jobs are taking their free time away from them. Thanks guys for all you did for the club!

STATUS would like to recognize the following new members: Blair Davis,

Bruce Kilmon, Jim Lawhon, Fred Randall, Wesley Topping, Debra Petrow, David Bunch and these who have renewed their membership: Richard Acker, Arnie Bulaski, Duane Harding, Stan Harrison, Dennis Huff, Victoria Knight, Bob Prince, Gene Rodriguez, Rich Thieman, Buck Maddrey.

Are you having trouble trying to figure out the cover on our newsletter? Maybe an explanation would help.....First, lets take the volume and issue line. First is the present year 1988. Volume 7 indicates that the newsletter is in the seventh year of printing. Issue 4 indicates that this is the fourth issue of the year. Next, since this is a bimonthly publication, I thought it only proper to have two covers, one for each month. This months graphics are to suggest the month of July with firecrackers, and the month of August with a beach scene. The small graphics above the pictures are actually a font I redesigned. These graphics spell out the name of the month. Pictures have been substituted for each letter of the alphabet. apple is for A, box is for b, check is for C, etc. Get the picture? (a real play on words!)

Meetings:

July 7
July 21
July 27 Executive
August 4
August 18
August 25 Executive



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Meetings: STATUS meetings are held on the first and third Thursdays of the month at the 7-UP Bottling Company, 5700 Ward Avenue, in Virginia Beach at 7:30 p.m. All interested parties are welcome to attend.

Newsletter Articles:

Submitted articles are preferred as disk text files, but will be gratefully accepted as hard copy (including handwriting) if you do not have a disk drive. If you have a modem, you can upload your articles to the Editor by calling the STATUS BBS at 495-3905. Articles may be submitted at any time, but will probably not make that month's Newsletter if submitted less than one week prior to the first meeting of the month.

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